

CLAIMS

Sub 1  
1. An image processing apparatus comprising image processing means for realizing image processing actions to  
5 make it possible to provide special actions to a displayed object according to a player's key operations;

wherein these image processing means comprise prompt processing means for outputting prompts corresponding to special actions of said displayed object; and

10 these prompts relate to the actions of said displayed object in order to suggest key operations to the player by output means.

2. The image processing apparatus, according to Claim 1, wherein said image processing means further comprise:

15 recognition means for recognizing key operations by said player; and

determining means for determining whether the key operations by the player match the actions of the displayed  
20 object according to said prompt processing means.

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3 The image processing apparatus, according to Claim 2, further comprising repeat prompt processing means for outputting repeat prompts such as corrective advice,

corresponding to said special actions, to said output means in the case where there is no match in the results of the determination by said determining means.

5 4. The image processing apparatus, according to any of Claims 1 through 3, wherein said image processing means display symbols for a plurality of keys to be operated on a sub-screen, according to the results of the determination of a match by said determining means.

10 5. The image processing apparatus, according to Claim 4, wherein said sub-screen display is executed in the case when a match is not affirmed even when said match determination is made for a plurality of times.

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SUB 46 6. The image processing apparatus, according to any of Claims 1 through 5, wherein, when a series of operations is necessary for the key operations to realize special actions by said displayed object, each of those key  
20 operations is output in a prompt while being shown by the actions of the displayed object.

7. An electronic game apparatus comprising the image processing apparatus according to any of Claims 1 through 6.

8. A video game storage medium wherein is stored a program for executing the image processing means according to any of Claims 1 through 6.

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